Maze App

Create a new project called MazeApp*, where the asterisk is replaced by your last name. When you complete this project, export the .aia file to your computer, and submit it on TEAMS.

In this project, you will create a game that allows a user to move a ball through a maze. In general, **the layout of the user interface is up to you**—do what you think makes sense based on how you want your app to work.

I will be looking for a few general requirements:

- Include the Initialize method code for Screen1. On this code block, write a comment outlining the key functions of your app, the "extra" behavior you've included, and any limitations that may still be present
- Ensure your app's components have sensible names for what they are (for example, scoreText is a better name than Label1)
- The Ball or ImageSprite must be able to move through the maze fluidly (don't want to see jumpiness)
- The Ball or ImageSprite should not be able to travel through walls, and should not look odd intersecting with or bouncing off of them
- You must in some way keep track of how long the maze takes the user to complete, and display this total when the end of the maze is reached

A few fun/interesting extensions and hints for you—for full credit, I'm looking for at least one of these:

- As long as alternative mazes have the same color scheme, you should relatively-easily be able to incorporate multiple levels and/or randomness in what maze appears
- You should be able to add one or more "power-ups" within your maze that may be encountered by the Ball or ImageSprite. Examples could be increased speed, temporary walk-through-walls, time pausing, etc.
- High score storage makes a lot of sense for this type of game
- If you elected to use an ImageSprite, particularly a humanoid one, can you make it look like this sprite is actually walking through the maze (i.e., more than just a glide)?